

AGB - B2FE - USA

GAME BOY ADVANCE

# FAMILY FEUD



INSTRUCTION BOOKLET

GS  
GLOBAL STAR  
SOFTWARE

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

## **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

*The official seal is your assurance  
that this product is licensed or  
manufactured by Nintendo. Always  
look for this seal when buying  
video game systems,  
accessories, games  
and related  
products.*

Nintendo does not license the sale or use of products  
without the Official Nintendo Seal.



LICENSED BY

**Nintendo®**

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE,  
GAME BOY MICRO AND NINTENDO DS VIDEO GAME SYSTEMS.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE  
WHICH CAN USE A GAME BOY ADVANCE  
GAME LINK CABLE.

*Important Legal Information*

*Copying of any video game for any Nintendo system is  
illegal and is strictly prohibited by domestic and international intellectual  
property laws. "Back-up" or "archival" copies are not authorized and are  
not necessary to protect your software. Violators will be prosecuted.*

*This video game is not designed for use with any unauthorized copying  
device or any unlicensed accessory. Use of any such device will invalidate  
your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or  
distributor) is not responsible for any damage or loss caused by the use of  
any such device. If use of such device causes your game to stop operating,  
disconnect the device carefully to avoid damage and resume normal game-  
play. If your game ceases to operate and you have no device attached to it,  
please contact the game publisher's "Technical Support" or "Customer  
Service" department.*

*The contents of this notice do not interfere with your statutory rights. This  
booklet and other printed materials accompanying this game are protected  
by domestic and international intellectual property laws.*

Rev-D (L)

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.



## Table of Contents

Introduction .....	2
Getting Started .....	2
Game Controls .....	3
Standard Game .....	5
Player vs. Computer .....	6
Player vs. Player .....	6
Quick Game .....	7
Family Selection .....	9
Family Editor .....	11
Options .....	13
Credits .....	14

# Introduction

Survey Says...*Family Feud* is one of the most popular and longest running game shows in television history. After watching other families compete for big money throughout the years, it's time for *your* family to show how well they know the game.

Does your family have what it takes? If so...it's time to play *Family Feud*!

## Getting Started

From the Main Menu, use the +Control Pad to select from the available options. Then, press the A Button to proceed.

### Menu Screens

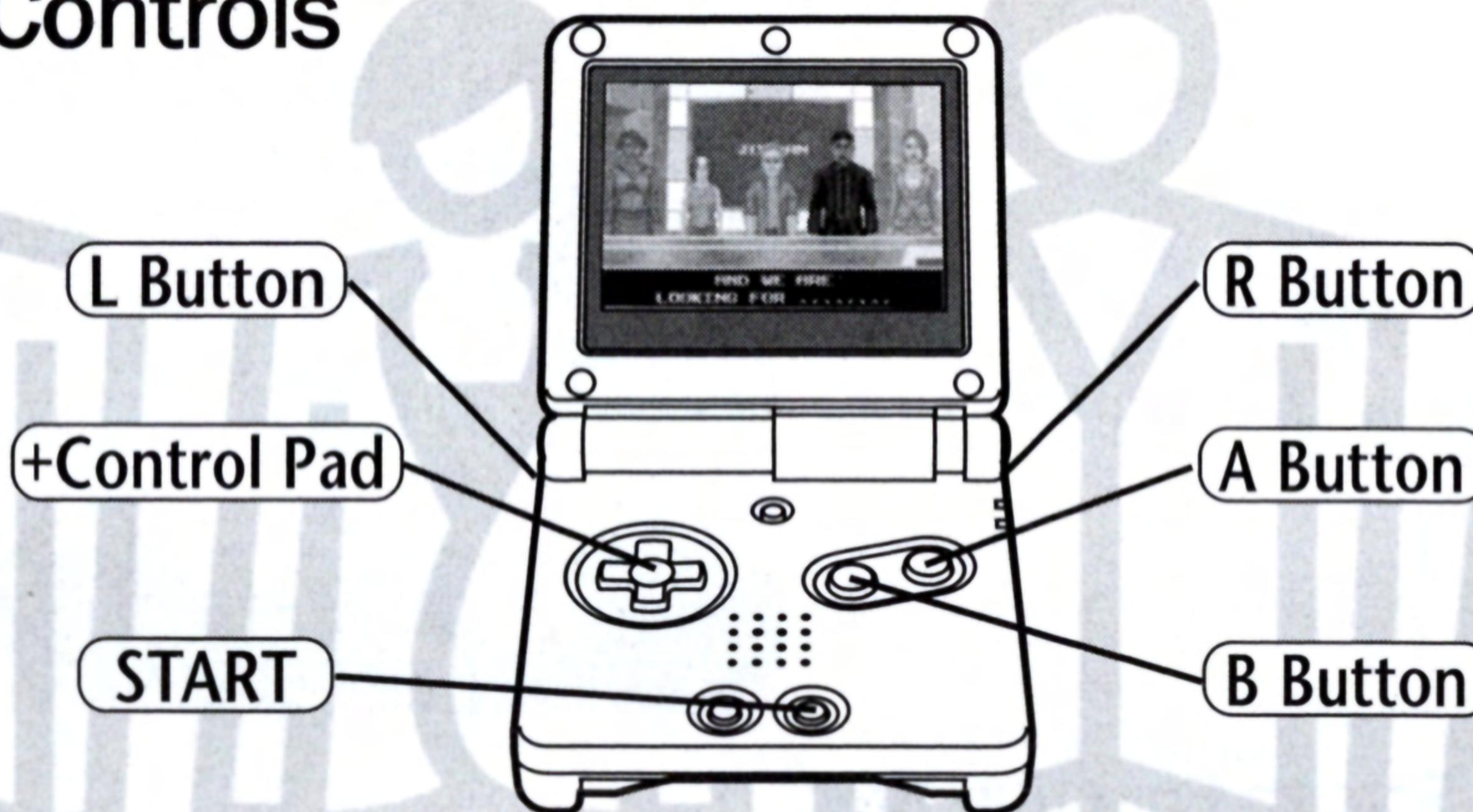
+Control Pad = Select Options

A Button = Accept Selection

B Button = Go Back



# Game Controls



## During Game Play

A & B Buttons = Skip Dialogue

L Button = Buzz-In Family 1

R Button = Buzz-in Family 2



## Keyboard Usage

+ Control Pad = Move Cursor

A Button = Select

B Button = Delete Last Letter

L Button = Toggle ABC/QWERTY\*

Layout

R Button = Skip To Enter



## Keyboard On-Screen Function Keys

ABC/QWERTY \* = Toggle ABC/QWERTY Layout

Board = Switch To View A Of The Scoreboard

Space = Insert Space Into Entered Text

Del = Delete The Last Letter Typed

Enter = Submit Answer

*\*QWERTY is a standard typewriter layout, while ABC will set the keyboard to an alphabetical order layout.*

# Standard Game

The Standard Game gives you the full Family Feud experience. You will play head-to-head against another family, with the goal of reaching the 300 point mark before your opponent. Be the first to reach 300 points and you go on to the Fast Money round for the chance to win the \$20,000 prize. You will use the built-in keyboard to answer the questions.

The rounds progress as follows:

- Round 1: Two members face off to gain control of the round - then one family has three chances to get all the answers on the board correct, before they get three strikes. If they fail, the other family has a chance to steal the points with a correct answer.
- Round 2: Identical to the first round.
- Round 3: Point values awarded for a correct answer are doubled.
- Round 4: Point values awarded for a correct answer are tripled.
- Round 5: The Fast Money round, where two members from the winning family take turns to guess the top answers of five different questions.

**Note:** If neither team has reached 300 points by the end of round 4, the game will go to Sudden Death to determine which family will go on to the Fast Money round.

Selecting the Standard Game mode gives you the option of playing a single-player game against a computer opponent or a multiplayer game against your friends.



### Player VS. Computer

Choose the Player VS. Computer option to play against a computer controlled opponent. The more difficult the level, the more challenging your opponent will be.

### Player VS. Player

Select the Player VS. Player option to play against other human opponents. Challenge your friends and family to see who can win the big money! For more authentic gameplay have each person select a specific character to represent them. Pass the Game Boy Advance to each person when it's their character's turn to answer.

**Single Game Boy Advance:** Select Single Machine to play a friend using the same Game Boy Advance.

**Link-Up Play:** Face-off by connecting to a friends' Game Boy Advance using the Game Boy Advance Game Link® cable.

## Quick Game

Quick Game is a little different than what you are used to seeing on TV. Instead of competing against another family, it's just you pitting your wits against the survey. You automatically have control of each round from the beginning. Try to guess as many correct answers as possible each round, before using up your three strikes. Get every answer correct in a round and you earn bonus points. Answer them all correctly without using up one of your strikes and you earn extra

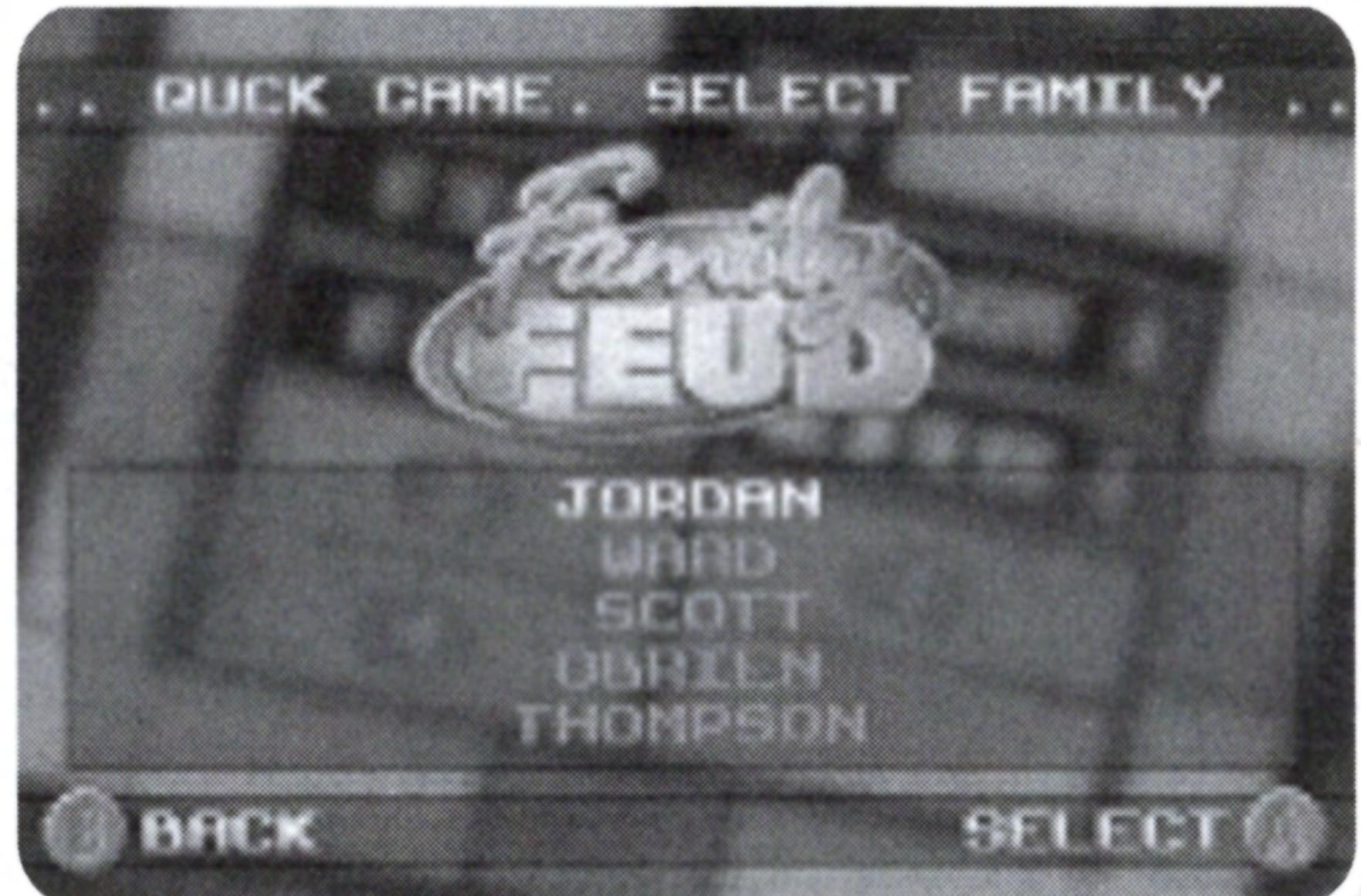


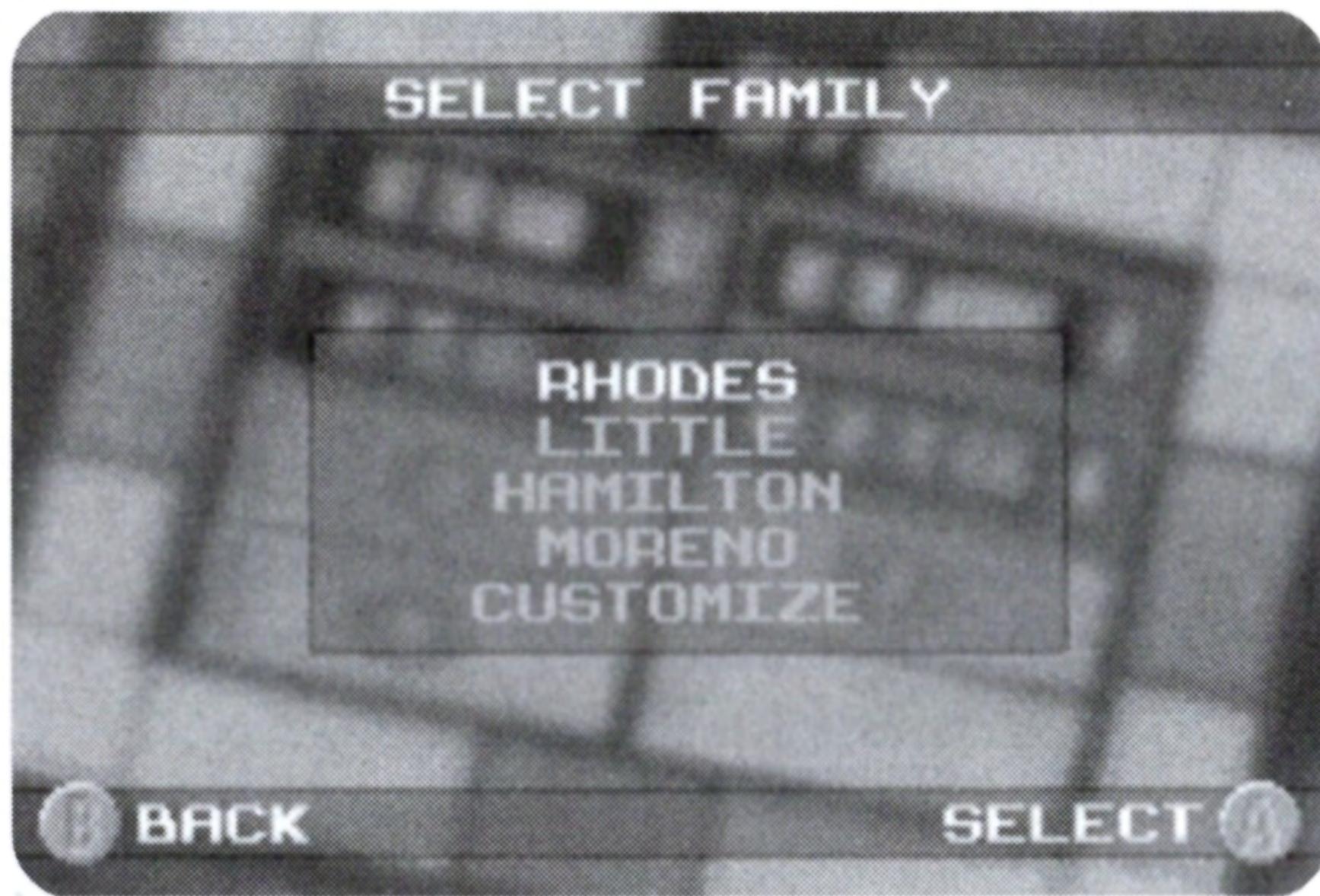
bonus points. Instead of trying to win the Fast Money round, the goal is to bank as many points as possible during the course of the game.

After selecting the Quick Game option, select the family you wish to represent you from the available list. Highlight your choice and press the A Button to proceed.

You will then be given the option to “Enter Your Own Family Name” or “Enter Studio”, which will begin the game. You will use the built-in keyboard to answer the questions.

Quick game is a single player game and cannot be used with the Player VS. Player mode.





## Family Selection

In both the Standard Game and the Quick Game, selecting the family you wish to play as will be the first thing you do.

You can choose to setup the “Customize” family or select from one of the four pre-made families.

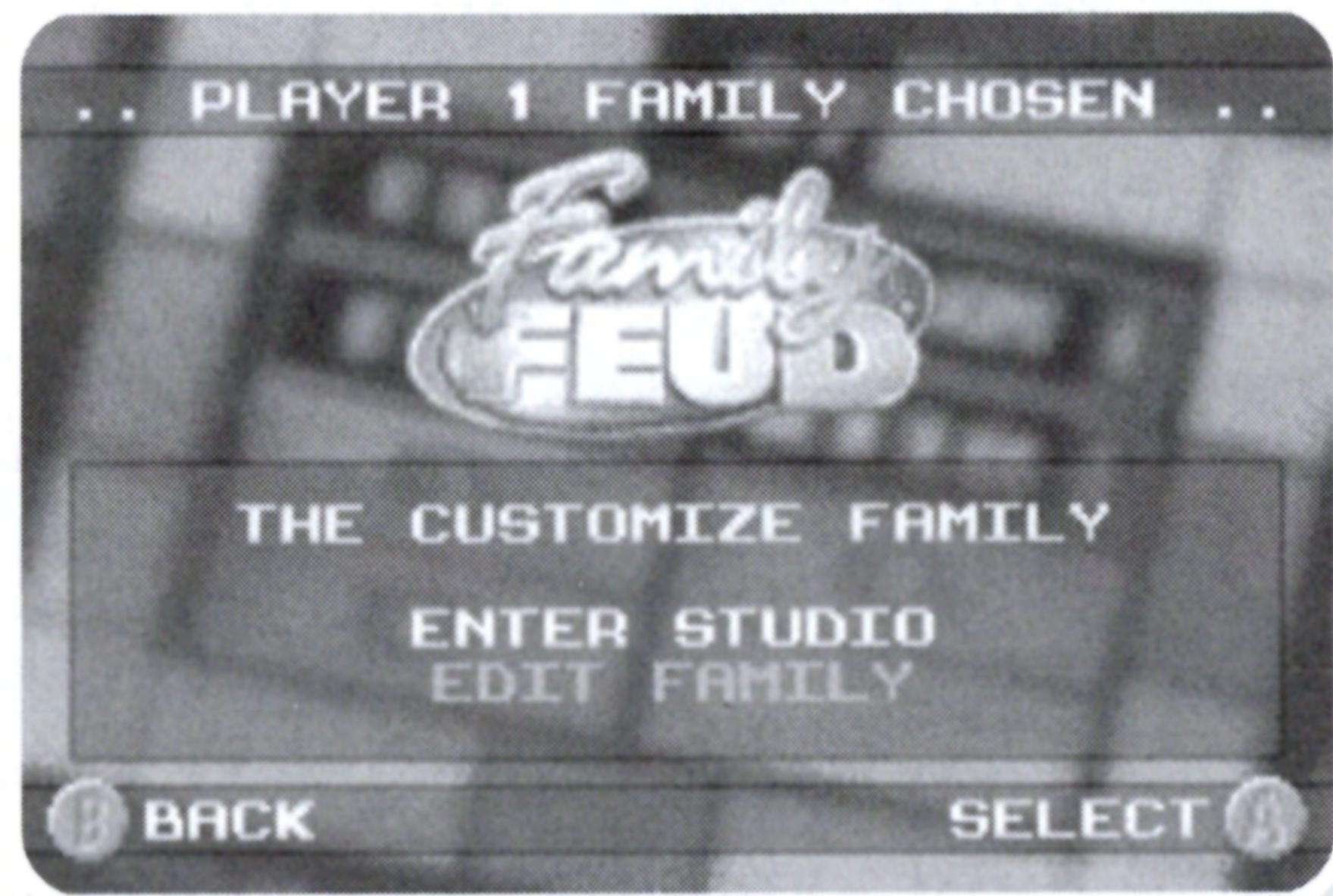
The Custom family is a blank slate, ready for you to create your own family. Each family member starts out as a generic man. It's up to you to customize them using the Family Editor.

The remaining four families in the list were pre-made, so you can just choose one and jump right into the game. The names are randomly selected every time you turn on your game, so each time you'll see something different.

When you chose a pre-made family, you will have the option to either Enter Studio or Edit Family.

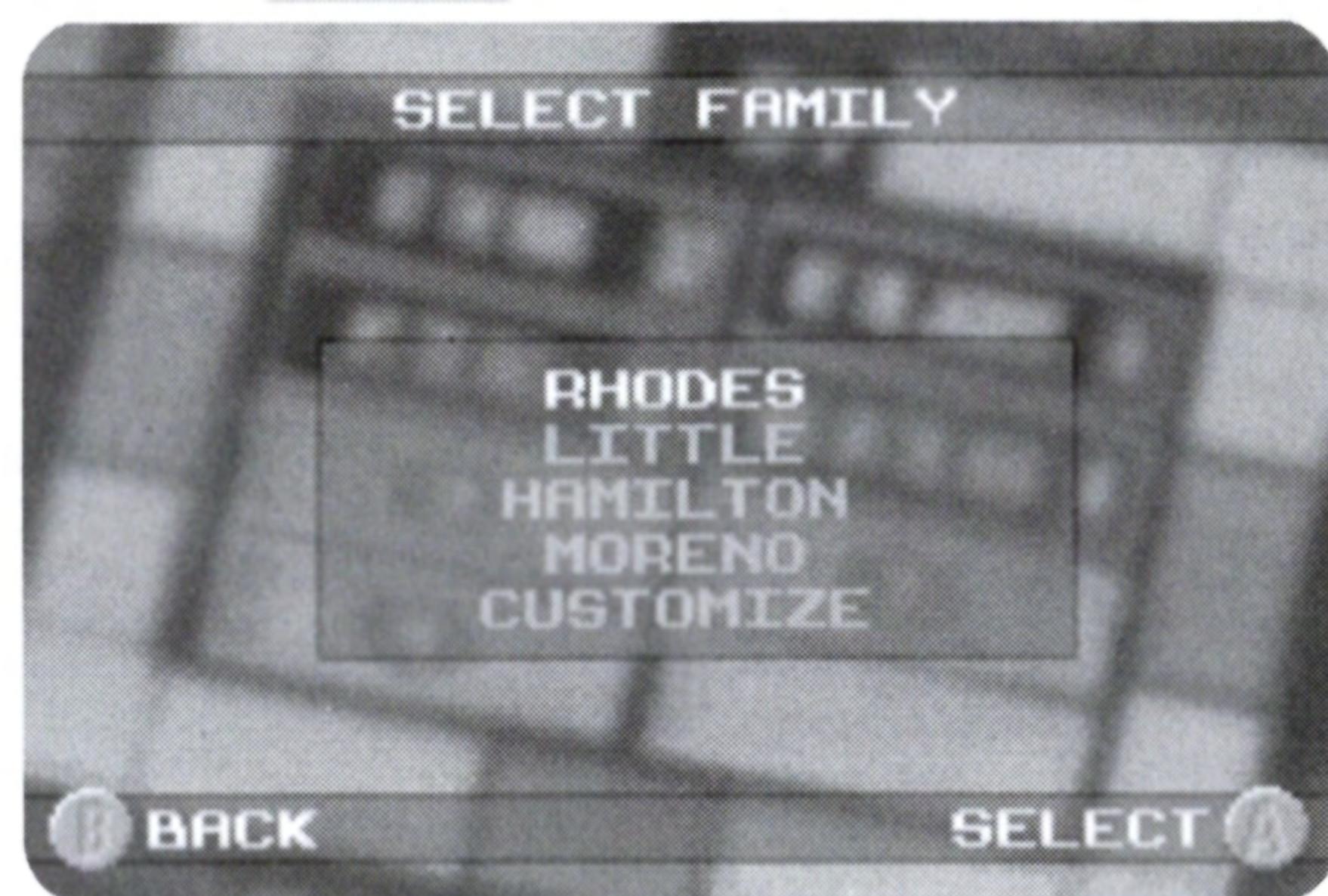
**Enter Studio** – Selecting this option means your family has entered the studio and is ready to play the game.

**Edit Family** – Selecting this option will take you to the Family Editor. The Family Editor will guide you through customizing your family.



# Family Editor

A set of four pre-made families is included in the game to allow you to begin playing right away. In addition, this game features a robust family editor, which allows you to change the names and physical attributes of these pre-made fami-



lies each time you play, to create your own customized family.

## Edit Family Name

Use this option to change the last name of the selected family. You will also have the option of renaming a family each time you start a new game.

## Edit Family Members

Selecting the Edit Members option allows you to change the names and attributes of the individual family members.

**First Name:** Change the first name.

**Sex:** Choose the gender.

**Age:** Determine youth or adult.

**Head:** Select from available heads.

**Hairstyle:** Pick desired hairstyle.

**Clothing:** Choose an outfit.

**Accessory:** Add earrings, glasses, etc.

**Edit Colors:** Customize the colors of the skin, hair, facial hair, eyes and clothes.



**Note:** Don't forget to use the *L Button* and *R Button* to cycle through all five members of the family.

# Options

The Options Menu allows you to select the text options, as well as view the game credits.

**Text Dialogues:** This setting allows you to select the amount of dialogue displayed while playing the game. Select the *Minimal* dialogue setting for faster gameplay. Choose the *Full* dialogue setting to include some additional dialogue and use of individual contestant names. Individual contestant names may be useful if there is a group of you playing and each person is assigned a contestant.

**Credits:** Select this option to see a list of the people involved in making this game.

# Credits

## Atomic Planet

### Managing Director

Darren Falcus

### Operations Director

Jason Falcus

### Finance Director

Mark Hargreaves

### Producer

Phil Gilbert

### Lead Programmer

Nick Cowen

### Programming

Philip Corner

### Additional Programming

Chris Head

Chris Simpson

### Art Manager

Dave West

### Art

John Gibson

Trev Storey

Dave Drury

Andy Hodgetts

### Design

Jon Brown

Matt Falcus

**Audio Driver**

Paul Carter – Logik State

**Audio Conversion**

Allister Brimble

Anthony Putson

**I.T. Coordinator**

Tim Jennings

**Quality Assurance**

Matt Falcus

Jamie Pearson

**FremantleMedia**

**CEO - FremantleMedia Licensing**

**Worldwide**

David Ellender

**General Manager -**

**FremantleMedia Licensing**

**Worldwide**

Olivier Gers

**EVP - Business and Legal Affairs,**

**FremantleMedia North America, Inc.**

David Shall

**VP - FremantleMedia Licensing**

**Worldwide, Americas**

David Luner

**VP - Business and Legal Affairs,**

**FremantleMedia North America, Inc.**

Chi Kephart

**Manager - FremantleMedia**

**Licensing Worldwide, Americas**

James Ngo

**Manager - FremantleMedia  
Licensing Worldwide, Americas**  
Nora Wong

**Coordinator - FremantleMedia  
Licensing Worldwide, Americas**  
Wendy Myo-Tsang

**Executive Producer -  
FremantleMedia North America,  
Inc.**

Gaby Johnston

**Creative Director -  
FremantleMedia Licensing  
Worldwide**

Toby Prosser

**Creative Manager -  
FremantleMedia Licensing  
Worldwide**

Rebecca Morris

**Creative Coordinator -  
FremantleMedia Licensing  
Worldwide**

Filiz Osman

**Published by Global Star  
Software**

A division of Take-Two Interactive  
Software, Inc.

**Vice President of Publishing  
Steve Lux**

**Executive Producer**  
Phil Mikkelson

**Producer**  
Brian M. McGinn

**Sr. Product Manager**  
Carissa Wendkos

**Product Marketing Coordinator**  
Andrew Brown

**Art Director**  
Pete Muench

**Cover Artist**  
Jack Snyder

**Quality Assurance Director**  
Nemire Lawrence Durham

**Quality Assurance - Lead Tester**  
Emerson Dibley

**Quality Assurance - Senior Tester**  
Kristin Kerwitz

**Quality Assurance - Test Team**  
Jessica Urban  
Sara Irwin  
Alexander Dawson  
Josh Jablonski  
Edmond Flores  
Callista Rowlett  
Nick Ferguson  
Carlos Thomas  
Cory Bernhardt

## Quality Assurance - Standards Testers

Mike Greening

Michael Huang

Andrew Garrett

Paul Diaz

## Special Thanks

Daniel Einzig

Daniel Emerson

Xenia Mul

Tim Perry

Dorian Rehfield

Jack Scalici

Kris Severson

## Music

**Family Feud Theme Tune**

Composed by John Lewis Parker

Published by Togo Music

Recording licensed from

FremantleMedia North America, Inc.



# Warranty

GLOBAL STAR SOFTWARE, INC., A DIVISION OF TAKE-TWO INTERACTIVE SOFTWARE, INC., WARRANTS TO THE PURCHASER ONLY THAT THE GAME PAK PROVIDED WITH THIS MANUAL AND THE SOFTWARE PROGRAM CODED ON IT WILL PERFORM IN ACCORDANCE WITH THE DESCRIPTION IN THIS MANUAL WHEN USED WITH THE SPECIFIED EQUIPMENT, FOR A PERIOD OF 90 DAYS FROM THE DATE OF PURCHASE. IF THIS PROGRAM IS FOUND TO BE DEFECTIVE WITHIN 90 DAYS OF PURCHASE, IT WILL BE REPLACED. SIMPLY RETURN THE GAMEPAK TO GLOBALSTAR SOFTWARE, INC. OR ITS AUTHORIZED DEALER ALONG WITH A DATED PROOF OF PURCHASE. REPLACEMENT OF THE GAME PAK, FREE OF CHARGE TO THE ORIGINAL PURCHASER (EXCEPT FOR THE COST OF RETURNING THE GAME PAK) IS THE FULL EXTENT OF OUR LIABILITY. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT. GLOBALSTAR SOFTWARE, INC. SHALL NOT BE LIABLE FOR INCIDENTAL AND/OR CONSEQUENTIAL DAMAGES FOR THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTY INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY THE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF GLOBALSTAR SOFTWARE, INC. HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES OR LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS WARRANTY SHALL NOT BE APPLICABLE TO THE EXTENT THAT ANY PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH CANNOT BE PREEMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS, WHICH MAY VARY FROM STATE TO STATE. YOU MAY NOT REPRODUCE, PREPARE DERIVATIVE WORKS BASED ON, DISTRIBUTE COPIES OF, OFFER FOR SALE, SELL, TRANSFER OWNERSHIP OF, RENT, LEASE, OR LEND TO OTHERS THE PROGRAM OR ACCOMPANYING DOCUMENTATION, OR ANY PORTION OR COMPONENT OF THE PROGRAM OR ACCOMPANYING DOCUMENTATION; PROVIDED, HOWEVER, THAT YOU MAY TRANSFER THE ENTIRE PROGRAM AND ACCOMPANYING DOCUMENTATION ON A PERMANENT BASIS AS LONG AS YOU RETAIN NO COPIES (INCLUDING ARCHIVAL OR BACKUP COPIES) OF THE PROGRAM, ACCOMPANYING DOCUMENTATION, OR ANY PORTION OR COMPONENT OF THE PROGRAM OR ACCOMPANYING DOCUMENTATION, AND THE RECIPIENT AGREES TO THE TERMS OF THE AGREEMENT. FURTHER, YOU MAY NOT MODIFY, REVERSE ENGINEER, DISASSEMBLE, DECOMPILE OR TRANSLATE THE PROGRAM OR ACCOMPANYING DOCUMENTATION, OR ANY PORTION OR COMPONENT OF THE PROGRAM OR ACCOMPANYING DOCUMENTATION, NOR MAY YOU MAKE ANY COPIES OF THE PROGRAM MODULES FOR USE WITH OTHER PROGRAMS. THIS PROGRAM IS INTENDED FOR PRIVATE USE ONLY.

GLOBAL STAR SOFTWARE, INC., 622 BROADWAY, NEW YORK, NY 10012

Customer Service Hotline 646-536-3030

## FOR TECHNICAL SUPPORT PLEASE CONTACT:

E-mail: [tech@globalstarsoftware.com](mailto:tech@globalstarsoftware.com)

© 2006 FremantleMedia, North America, Inc. All rights reserved. Family Feud is a registered trademark of FremantleMedia Operations B.V. Based on the television program "Family Feud". Licensed by FremantleMedia Licensing Worldwide. [www.fremantlemedia.com](http://www.fremantlemedia.com) © 2006 Global Star Software, Inc. Global Star Software and the Global Star Software logo are trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. © 2006 Atomic Planet Entertainment. Atomic Planet Entertainment and the Atomic Planet logo are registered trademarks of Atomic Planet Entertainment Limited.

# FAMILY FEUD™

Global Star Software, Inc.  
622 Broadway  
New York, NY 10012



GLOBAL STAR  
SOFTWARE  
A Take2 Company  
PRINTED IN THE USA  
#35020-2